

YOUR TEAMMATE

Burrow Notebook Supplement · for use with The Burrow Notebook v2.1

A bookworm is never alone in a burrow. The party is the people you cross dimensions with. This page is where you keep track of the bookworms you travel with — what they bring, what they fear, what they have done for you and what you have done for them. Use one page per teammate, or pick the teammates this campaign and skip the rest.

Their bookworm name

Their player name (real-life)

What they bring to the party

Skills they are strong in. Things they pay attention to. What other bookworms ask them for.

How we met in-burrow

First dimension we crossed together. What happened. What it set up.

YOUR TEAMMATE - continued

Debts and gifts

Two columns. Left: what they have done for me — moments they covered for me, brought me back, shared what was theirs. Right: what I have done for them — same shape, mirror side.

WHAT THEY HAVE DONE FOR ME	WHAT I HAVE DONE FOR THEM

Lines I would not cross for them

Quiet limits. What I will not be asked to do. They will not know unless we talk about it.

Things they trust me with

Secrets they have told me. Stories that are theirs. Things I carry that are not mine to share.

What I am learning from them

Their reading shape, their attention. What I copy. What I push back on.
